

CLAIMS

1. Embedded system, equipped with a chip comprising information processing means and information storage means and designed to cooperate with a network through a terminal, characterized in that:

- it stores at least one object file containing information associated with an object located in the network and making it possible to create an instance of this object;

- it comprises network interface means designed to cooperate with matching network interface means located in the terminal, so that the embedded system constitutes an information server in the network; and

- it comprises object file interface means, designed to establish a correspondence between information passing through the network interface means and assigned to at least said object file, and information exchanged with said object file.

2. Embedded system according to claim 1, wherein the object file comprises a piece of autonomous software executable in browser software.

3. Embedded system according to claim 1, wherein said network interface means are designed to cooperate with the matching network interface means located in the terminal, so that the embedded system behaves like a client capable of connecting to at least one server of the network.

4. Method for instantiating an object located in a network, characterized in that it uses an embedded system, equipped with a chip comprising information processing means and information storage means, and designed to cooperate with a network through a terminal, the embedded system storing at least one object file containing information associated with an object located in the network and making it possible to create an instance of this object, and comprising network interface means designed to cooperate with matching network interface means located in the terminal, so that the embedded system constitutes an information server in the network, and object file interface means designed to establish a correspondence between information passing through the network interface means and assigned to at least said object file, and

1 information exchanged with said object file, the method also being characterized in that it makes
2 it possible to describe a set of sessions between agents using an object file, by means of at least
3 the following steps:

- 4 - establishing a list of the agents implemented;
- 5 - for each agent, defining call arguments necessary to the agent.

1 5. Method according to claim 4, wherein a call argument describes the opening of a
2 session with another agent.

1 6. Method according to claim 4, wherein an agent modifies the list of arguments
2 used by another agent.

1 7. Method for instantiating an object located in a network, characterized in that it
2 uses an embedded system, equipped with a chip comprising information processing means and
3 information storage means and designed to cooperate with a network through a terminal, the
4 embedded system storing at least one object file containing information associated with an object
5 located in the network and making it possible to create an instance of this object, and comprising
6 network interface means designed to cooperate with matching network interface means located
7 in the terminal, so that the embedded system constitutes an information server in the network,
8 and object file interface means designed to establish a correspondence between information
9 passing through the network interface means and assigned to at least said object file and
10 information exchanged with said object file, the method also being characterized in that it
11 implements sessions between agents described by an object file executed from the information
12 server of the embedded system by means of at least the following steps:

- 13 - identification of an object file;
- 14 - execution of this object file.

1 8. Method according to claim 7, wherein the object file is executed by instantiating
2 the first agent associated with the object file.

1 9. Method according to claim 7, wherein the object file is executed by instantiating
2 one or more agents referenced by the object file.

1 10. Method for instantiating an object located in a network, characterized in that it
2 uses an embedded system, equipped with a chip comprising information processing means and
3 information storage means and designed to cooperate with a network through a terminal, the
4 embedded system storing at least one object file containing information associated with an object
5 located in a network and making it possible to create an instance of this object, and comprising
6 network interface means designed to cooperate with matching network interface means located
7 in the terminal, so that the embedded system constitutes an information server in the network,
8 and object file interface means designed to establish a correspondence between information
9 passing through the network interface means and assigned to at least said object file and
10 information exchanged with said object file, the method also being characterized in that it
11 implements sessions between agents described by an object file executed from browser software
12 by means of at least the following steps:

- 13 - loading by the browser software of an object file and a specific software capable of
14 implementing it;
- 15 - execution of the specific software by the browser software.

1 11. Method according to claim 10, wherein the specific software is embodied in any
2 interpreted language executable by the browser software.

1 12. Method according to claim 10, wherein the object file interpreter is embodied in
2 browser software.

1 13. Method for instantiating an object located in a network, characterized in that it
2 uses an embedded system, equipped with a chip comprising information processing means and
3 information storage means and designed to cooperate with a network through a terminal, the
4 embedded system storing at least one object file containing information associated with an object
5 located in the network and making it possible to create an instance of this object, and comprising
6 network interface means designed to cooperate with matching network interface means located

1 in the terminal, so that the embedded system constitutes an information server in the network,
2 and object file interface means designed to establish a correspondence between information
3 passing through the network interface means and assigned to at least said object file, and
4 information exchanged with said object file, the method also being characterized in that it
5 enables the embedded system to make it possible to implement sessions between agents
6 described by an object file executed from browser software, and in that it comprises the step that
7 consists of identifying, by means of a universal resource identifier, a specific software
8 implementing the browser software.

1 14. Method according to claim 13, wherein the universal resource identifier is
2 integrated into a hypertext document.

1 15. Method according to claim 13, wherein said specific software is loaded by a
2 method available in the browser software and deduced from the universal resource identifier.

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